

FIG. 1
CONVENTIONAL ART

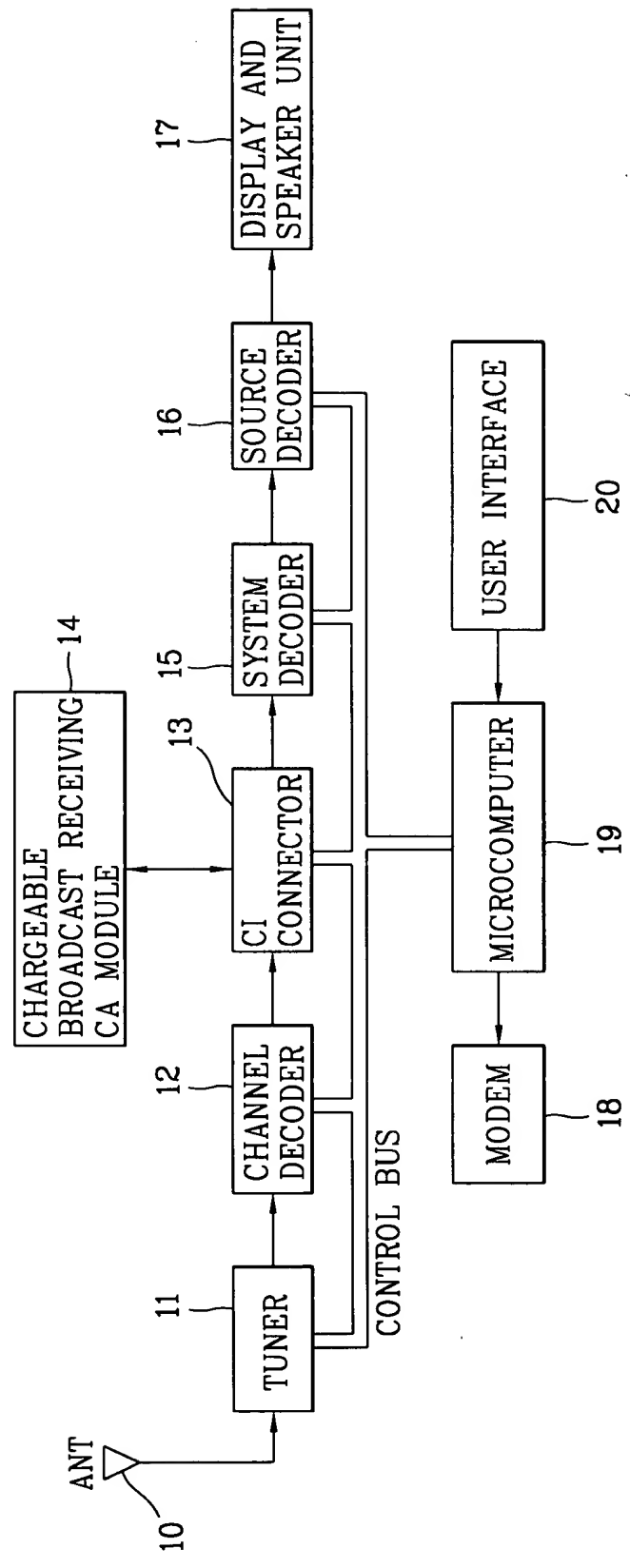


FIG. 2
CONVENTIONAL ART

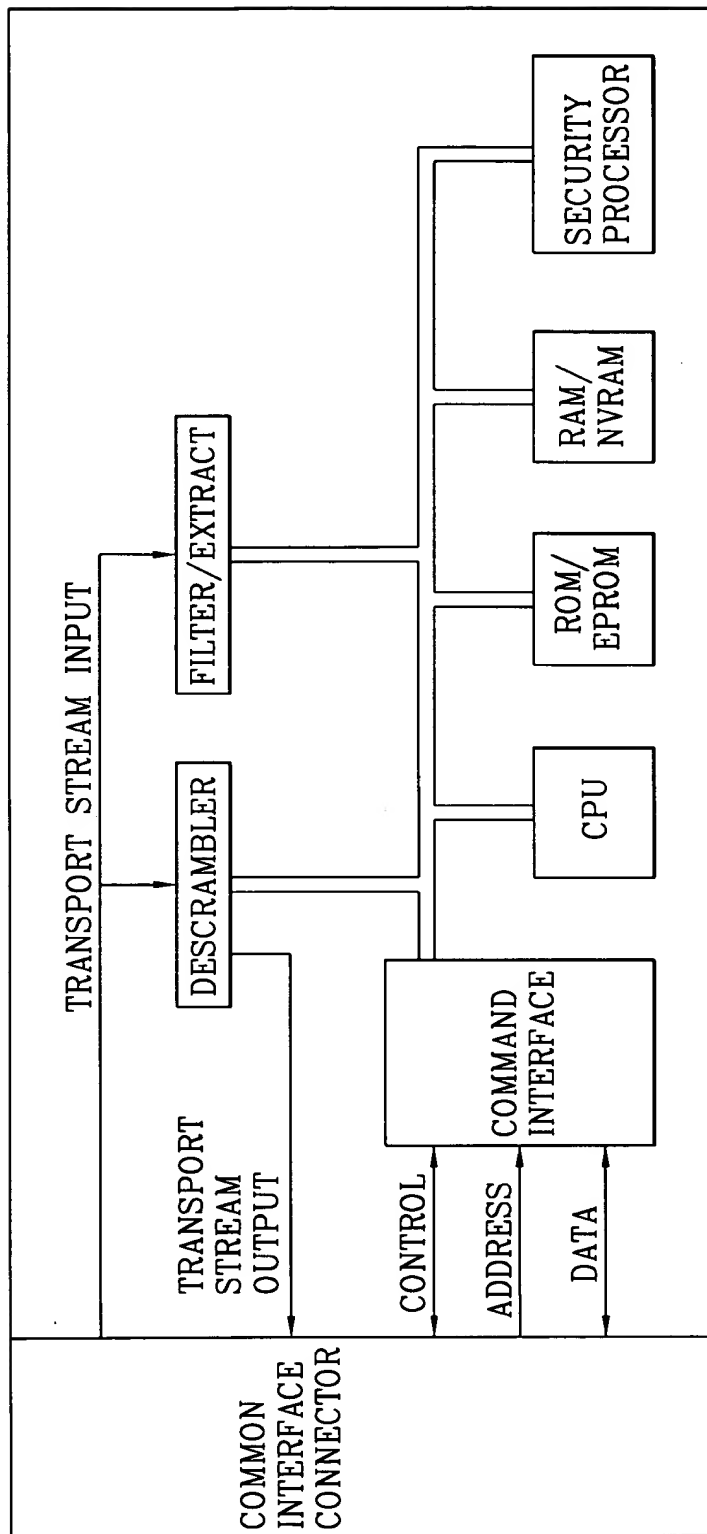


FIG. 3

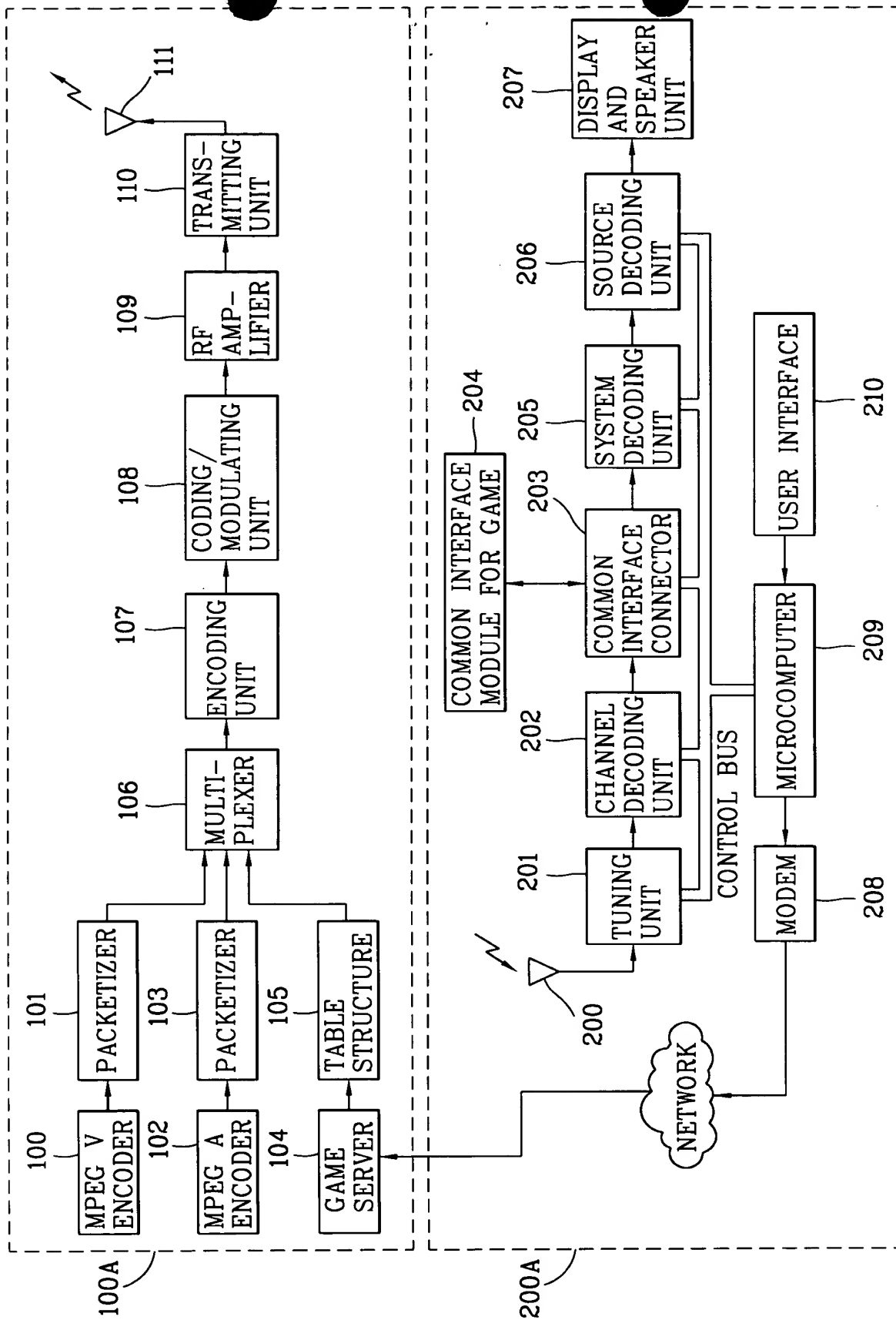


FIG. 4

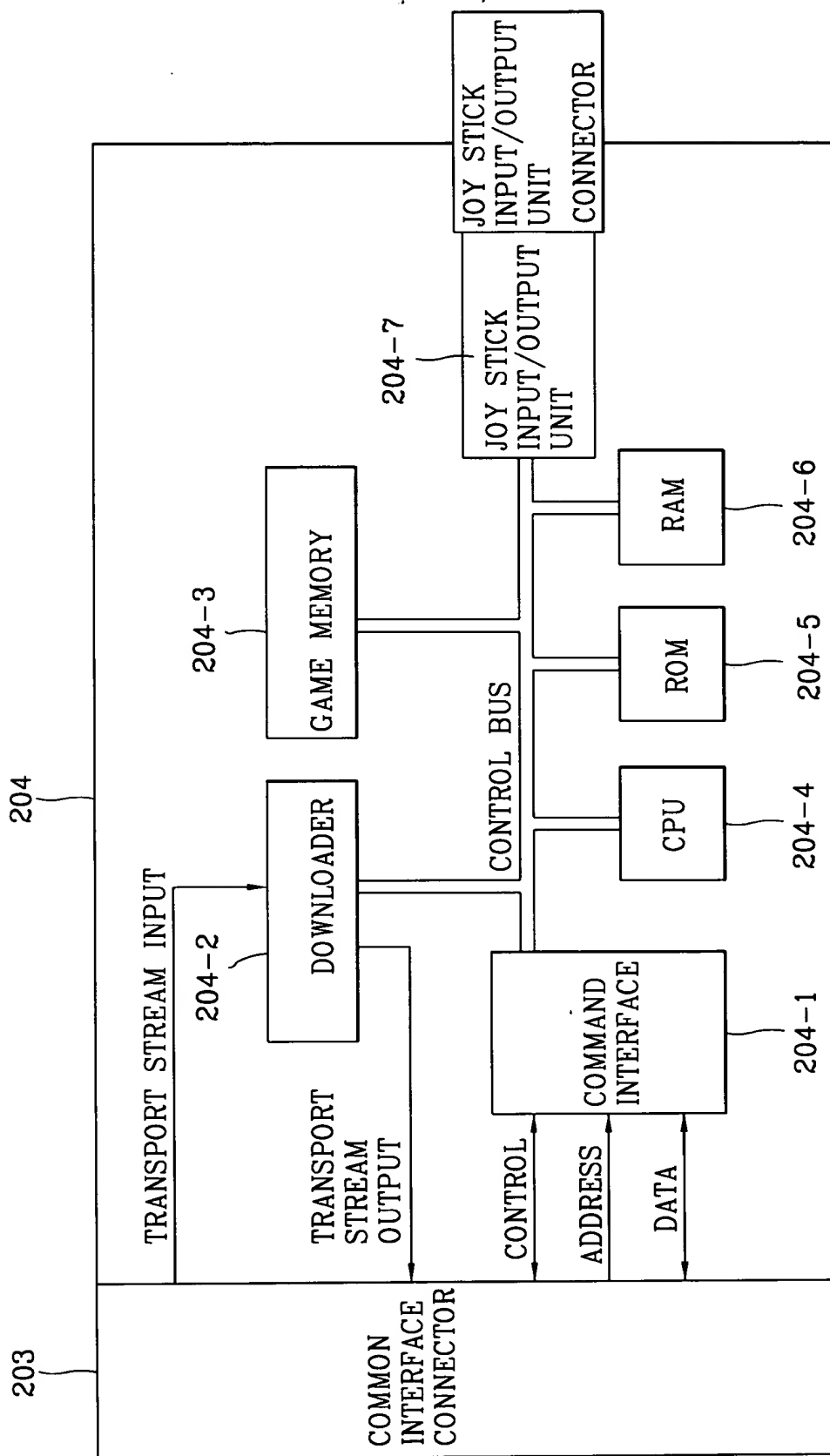


FIG. 5

Syntax
<pre>game_list_descriptor(){ for(i=0; i<N, i++){ game_id game_name_length for(i=0; i<M, j++){ game_name_char } game_program_PID } }</pre>

FIG. 6

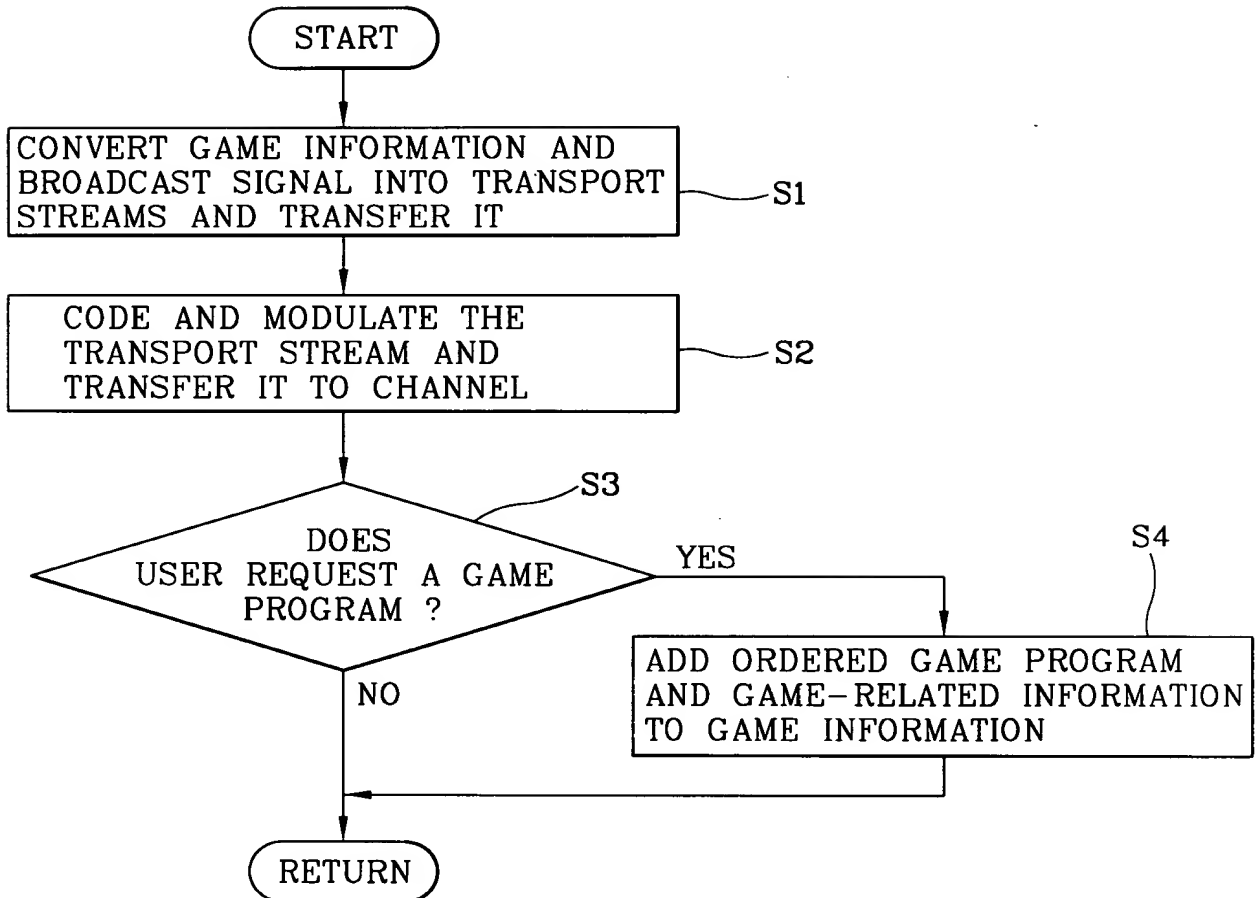


FIG. 7

